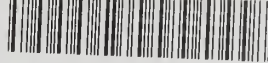


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Single-Room Heat Balance for Building Heat Transfer

U.S. DEPARTMENT OF COMMERCE
National Bureau of Standards
National Engineering Laboratory
Center for Building Technology
Washington, DC 20234

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SINGLE-ROOM HEAT BALANCE FOR BUILDING HEAT TRANSFER

B. A. Peavy

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U.S. DEPARTMENT OF COMMERCE, Malcolm Baldrige, *Secretary*
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Nomenclature

- A = surface areas
 B = constants
 C_p = specific heat of air
 C = cloud cover
 $H_{i,t}^m, H_{o,t}^m$ = inside and outside coefficients of heat transfer for building construction m , at time t
 H_{ci}^m = convection coefficient of heat transfer for building construction m
 H_a = coefficient of heat transfer between room air and simulated room mass
 R_n^m = factors of past heat flux history for building construction
 $S_{i,t}^m$ = sum of resultant radiative internal heat gains (flux) and transmitted solar energy to inside surface of building construction, m
 $T_{i,t}^m, T_{o,t}^m$ = inside and outside surface temperature for building construction m , (wall, ceiling, floor, window or door), $m = 1, 2, 3 \dots n$ total number of room surfaces
 $Q_{i,t}^m, Q_{o,t}^m$ = heat flux at inside and outside surface of building construction, m at time t
 Q_f = sum of resultant convective internal heat gains at time t .
 $X_{n,k}^m, Y_{n,k}^m, Z_{n,k}^m$ = k th order conduction transfer function for building construction, m , $n = 1, 2, 3 \dots$
 α_m = absorptance of surface m
 I_t^m = incident solar radiation on surface m
 β = long-wave radiation factor
 $F_{m,n}$ = radiosity shape factor, seeing surface m , to receiving surface n
 $T_{b,t}$ = outdoor air temperature at time, t
 $T_{a,t}$ = room air temperature at time t
 $T_{c,t}$ = surface temperature of simulated room mass
 $V_{o,t}$ = mass flow of infiltration air to room
 $V_{a,t}$ = mass flow of supply air to room

Single-Room Heat Balance for Building Heat Transfer

by

B. A. Peavy

ABSTRACT

A single-room heat balance has been developed to provide a more precise computational tool. The primary purpose for this tool is to evaluate the effects of approximations presently used in computer programs on the determination for building heating and cooling loads. Specific algorithms to be incorporated in the room heat balance concern radiosity shape factors, temperature difference dependent convection heat transfer coefficients, simulated room mass, and an iterative methodology for solution of room temperatures.

Keywords: building heating/cooling loads; heat balance for a single room; heat transfer; radiosity shape factors.

1. INTRODUCTION

Fundamental to the determination of heating and cooling loads in buildings is the formulation of a heat balance for a single room within a building. Items to be considered as elements of the heat balance are discussed briefly:

1. Conduction heat transfer in building constructions such as through the solid interior surfaces of ceilings, floors, walls, windows, doors, etc. as affected by temperature changes at their exterior surfaces.
2. Radiation heat transfer by emitted and reflected energy among the room surfaces.
3. Convection heat transfer between room air and the room surfaces.
4. Distribution and magnitude of transmitted solar radiation passing through fenestration areas.
5. Heat generation within the room and the resultant convection and radiation heat transfer.
6. Heat transfer to room mass such as furniture, furnishings, etc. This is to be considered with changes in room air temperature only.
7. Convection heat and mass transfer from sources and/or forces acting exterior to the room such as infiltration, exfiltration, circulating air, and inter- and intra-room convective air motion.

A fairly thorough discussion of the above items is found in Kusuda [1], and the heat balance equation involving most of the above items has been incorporated in the computer program NBSLD [2]. In this paper, algorithms will be developed for items 2 and 3, heat balance equations will be derived using the seven items listed above, and a method will be proposed for solving the resulting set of equations using an iterative technique.

2. RADIATION AND RADIOSITY SHAPE FACTORS

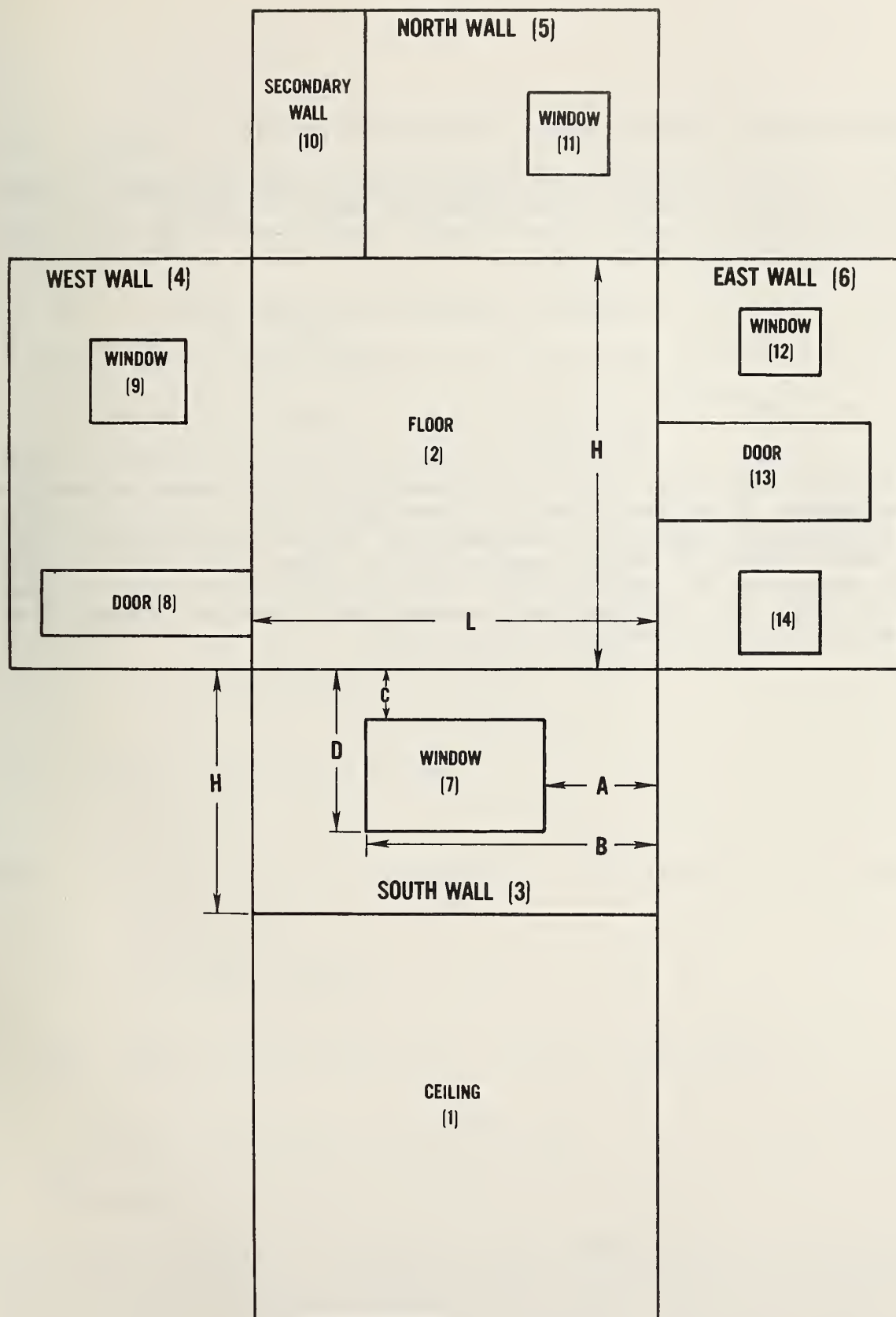
The algorithms for calculating radiation shape factors are found in [2] and include angle-factor algebra and solutions for determining shape factors between a plane rectangular surface of arbitrary dimension and another parallel or perpendicular rectangular plane surface.

Radiosity is defined as the total radiant flux leaving the surface of a system and includes both energy emitted and energy reflected from a system. Radiosity shape factors for room surfaces are computed using Hottel's method [3] for a gray enclosure, and are determined from the radiation shape factors and the areas and emittances of the separate surfaces. Radiosity shape factors will be used in the same manner for room heat balances as radiation shape factors are presently used in NBSLD. One difference is that the room surfaces will be able to "see" themselves due to reflection. Another difference will be that the emittance of the seeing surface will be incorporated in the shape factors. Hottel's method is preferred for the transient numerical analysis of a complete system, particularly where the surface temperatures are unknown.

A subroutine has been developed for calculating radiation and radiosity shape factors between inside rectangular surfaces of a room. It was developed for accepting data in a form similar to Data Sheets 12, 13 and 14 (with slight modifications) of the computer program NBSLD [2]. For computing radiation shape factors, the exact location of a window, door or secondary wall must be defined, in addition to the respective areas and emittances. This is different from present practice, where only the area is defined for windows, doors and secondary walls.

At present, the program is designed to calculate factors for rooms with walls containing different building constructions or surface coverings. The program presently does not include more than one surface for either the floor or ceiling. Consequently, floors with two or more surface coverings such as wood, tile and rug combinations are modeled as one surface, and skylights in a ceiling are not modeled. In its present form, the program can accept data for 30 rectangular surfaces placed either parallel or perpendicular to each other, including ceiling, floor, 4 primary walls and a collection of up to 24 windows, doors and secondary wall sections located on the four walls. A simulated room layout is shown in figure 1, which illustrates the sequence of surfaces and necessary measurements needed for calculation of radiation shape factors.

Appendix A is a listing of the subroutine needed for determining the radiation and radiosity shape factors for use with NBSLD, as well as the necessary additional information needed for Data Sheets 13 and 14 of reference 2. The integration of the radiosity shape factor into the room heat balance will be discussed in section 4.



SAMPLE ROOM LAYOUT

Figure 1. Sample room layout.

3. CONVECTION HEAT TRANSFER BETWEEN ROOM SURFACES AND AIR

Generally, the heat transfer between room surface and the air involves motion in the air due to difference in density and the action of gravity or natural convection. Natural convection heat transfer coefficients for air are defined [4] by the simplified relationships

$$H_c = 0.19 (\Delta T)^{0.33}, \text{ horizontal heat flow to vertical plates} \quad (1a)$$

$$H_c = 0.22 (\Delta T)^{0.33}, \text{ heat flow up to or from horizontal plates} \quad (1b)$$

$$H_c = 0.11 (\Delta T)^{0.33}, \text{ heat flow down to or from horizontal plates} \quad (1c)$$

where ΔT is assumed to be the absolute temperature difference between the air and the surface considered. These relationships make the computation more complicated because in the heat balance the temperatures of the surfaces and the air are unknowns and need to be determined. In the iterative technique this can be easily handled by assuming surface and air temperatures from the previous time period for the first iteration of present time step. In the present version of NBSLD, the convection heat transfer coefficients are assumed to be constants for the three directions of heat flow.

4. HEAT BALANCE

At exterior facing surfaces the heat balance is given by

$$Q_R^m + Q_A^m + Q_{O,t}^m - Q_S = 0 \quad (2)$$

where

a) Incident solar radiation

$$Q_R^m = \alpha_m I_t^m$$

b) Convection heat transfer from the outdoor air

$$Q_A^m = H_{O,t}^m (T_{b,t} - T_{O,t}^m)$$

c) Conduction heat flow at outdoor surface of building construction

$$Q_{O,t}^m = Y_{1,k}^m T_{i,t}^m - Z_{1,k}^m T_{O,t}^m + \sum_{n=1}^k R_n^m Q_{O,t-n}^m \\ + \sum_{n=2} (Y_{n,k}^m T_{i,t-n+1}^m - Z_{n,k}^m T_{O,t-n+1}^m)$$

d) Long-wave radiation to the sky

$$Q_S = 2\beta (10-C).$$

Solving for the outside surface temperature at time t gives the relationship

$$T_{O,t}^m = B_1 T_{i,t}^m + B_2 \quad (3)$$

$$B_1 = Y_{1,k}^m / (H_{O,t}^m + Z_{1,k}^m)$$

$$(H_{O,t}^m + Z_{1,k}^m) B_2 = \alpha I_t^m + H_{O,t}^m T_{b,t}^m + 2\beta (10-C) + \sum_{n=1}^k R_n^m Q_{O,t-n}^m \\ + \sum_{n=2} (Y_{n,k}^m T_{i,t-n+1}^m - Z_{n,k}^m T_{O,t-n+1}^m).$$

The coefficients B_1 and B_2 are known for each time, t .

Equation (3) is solved for the outside surface temperature of a wall exposed to outdoor weather conditions. If the wall divides two rooms, then a proper heat balance is necessary at the surface of the other room, for which another definition for B_1 and B_2 must be determined. Similarly, proper heat balances must be performed for attic spaces and crawl spaces where appropriate definitions may be derived for the constants B_1 and B_2 . It is not the purpose of this paper to propose algorithms for defining heat transfer in attic and crawl

spaces. A model will be proposed in section 5 which will adequately define the external conditions as they affect the room heat balance, particularly in reference to comparison of various determination methods (such as found in NBSLD, BLAST, AND DOE-2).

The heat balance at a room surface is

$$H_{1,t}^m (T_{1,t}^m - T_{a,t}) + X_{1,k}^m T_{1,t}^m - Y_{1,k}^m T_{o,t}^m + \sum_{n=2} (X_{n,k}^m T_{1,t-n+1}^m - Y_{n,k}^m T_{o,t-n+1}^m) + \sum_{n=1}^k R_n^m Q_{1,t-n}^m + S_{1,t}^m = 0 \quad (4)$$

where

$$H_{1,t}^m = \frac{H_{c1}^m (T_{1,t}^m - T_{a,t}) + \sum_{n=1} \sigma F_{m,n} [(T_{1,t}^m + 460)^4 - (T_{1,t}^n + 460)^4]}{(T_{1,t}^m - T_{a,t})} \quad (5)$$

Solving for the surface temperature $T_{1,t}^m$ in (4) gives

$$B_3 T_{1,t}^m = H_{1,t}^m T_{a,t} + B_4 \quad (6)$$

$$B_3 = H_{1,t}^m + X_{1,k}^m - Y_{1,k}^m B_1$$

$$B_4 = Y_{1,k}^m B_2 + S_{1,t}^m - \sum_{n=2} (X_{n,k}^m T_{1,t-n+1}^m - Y_{n,k}^m T_{o,t-n+1}^m)$$

$$- \sum_{n=1}^k R_n^m Q_{1,t-n}^m$$

The term B_4 is known for each time, t , and the coefficient $H_{1,t}^m$ must be computed before each iteration.

The heat balance for the room air can be expressed by the following relationship

$$\sum_{n=1} H_{1n}^m A_n (T_{1,t}^m - T_{a,t}) + V_{o,t} c_p (T_{b,t} - T_{a,t}) + V_{a,t} c_p (T_{s,t} - T_{a,t}) + A_a H_a (T_{c,t} - T_{a,t}) + Q_f = 0 \quad (7)$$

At the surface of the room mass

$$H_a (T_{c,t} - T_{a,t}) + \sum_{n=1} (X_{n,k}^e + Z_{n,k}^e - 2Y_{n,k}^e) T_{c,t-n+1} = 0 \quad (8)$$

where the temperature at the surface of the simulated room mass is

$$B_5 T_{c,t} = H_a T_{a,t} - B_6 \quad (9)$$

$$B_5 = H_a + X_{1,k}^C + Z_{1,k}^C - 2Y_{1,k}^C$$

$$B_6 = \sum_{n=2} (X_{n,k}^C + Z_{n,k}^C - 2Y_{n,k}^C) T_{c,t-n+1} .$$

The temperature of the room air becomes

$$B_7 T_{a,t} = \sum H_{i,n}^n T_{i,t}^n + B_8 \quad (10)$$

$$B_7 = \sum_{n=1} H_{i,n}^n + (V_{o,t} + V_{a,t}) c_p + \frac{A_a H_a}{B_5} (B_5 - H_a)$$

$$B_8 = (V_{o,t} T_{b,t} + V_{a,t} T_{s,t}) c_p + Q_f + \frac{A_a H_a B_6}{B_5} . \quad (11)$$

Constants B_5 , B_6 , B_7 and B_8 are computed once for each time, t .

Using (6) and (10), the surface temperatures and the room air temperature may be solved for by iteration where for the first iteration these temperatures are assumed to be the same as for the previous time, $t-1$, for a unit time interval. After each iteration, $H_{i,t}^m$ must be redetermined due to changes in $T_{i,t}^m$ and $T_{a,t}$, and changes in H_{ci}^m from the relationships (1a), (1b), or (1c). The total number of iterations is to be determined by establishing conditions for the convergence of the iterative process. When adequate convergence is attained for $T_{i,t}^m$ and $T_{a,t}$, then $T_{o,t}^m$ (3), $T_{c,t}$ (9), $Q_{i,t}^m$ and $Q_{o,t}^m$ (2c) are to be determined. $Q_{i,t}^{ma}$ is the sum of the second, third, fourth and fifth terms of (4).

5. CONCLUSIONS

The heat transfer algorithms presented in sections 2 and 3 of this report are intended to be used in part or whole for the purpose of determining heat exchange within a room. Although they represent an ideal case, they are probably the most exact of methods presented previously and could be used to compare other methods.

For comparing different analytical techniques dealing with heat exchange in a room, the effects of external and internal heat balance algorithms on the results should be distinguished. To perform such comparisons, a simplistic model is suggested, which simulates four wall surfaces, a flat roof and a floor raised from the ground level so that all six envelope surfaces are exposed to the environment. This model, which would be similar to vacation homes in some coastal regions, offers a somewhat realistic condition by which the use of available algorithms can be justified. With this model, comparisons of the method proposed in this paper can be made to other methods, particularly for geometrical and orientation considerations for the placement of windows, doors, etc., effect of internal mass, effect of variation in the surface coefficients of heat transfer, and effect of surface emittance and reflectance (radiosity).

The iterative solution for the surface and air temperature offers a method by which the more exact algorithms may be used whereby a computation time savings is evident when compared to other methods of solution. A computer program using this feature is possible. Use of this feature on NBSLD was not attempted because this was not within the scope of this study.

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2. T. Kusuda, NBSLD, the Computer Program for Heating and Cooling Loads in Buildings. BSS 69, Natl. Bur. Stds., July 1976, pp 48-59a, 79-81a, 94-99a, 45-51c.
3. J. A. Wiebelt, Engineering Radiation Heat Transfer. Holt, Rinehart and Winston, 1966.
4. Handbook of Fundamentals, ASHRAE, New York, 1977.

Appendix A

Subroutine ROOMZ - to compute the radiation shape factors and the radiosity shape factors for a room in the shape of a rectangular parallelepiped. The walls of the room may have up to 24 rectangular shapes on them which may represent windows, doors and/or secondary walls. The first 3 inputs (Lines 13, 24, and 58 of listing) are identical to Data Sheets 12 and 13 of [2]. At line 62 of the listing, 5 numbers are input to the subroutine, if other than the primary walls, ceiling, or floor are to be considered; namely,

1. Width of the window door or secondary wall
2. Height of above
3. Distance from left corner of wall to closest side
4. Height from floor to bottom of rectangle
5. Emittance of surface (needed for all surfaces).

With the above information, the radiation shape factors are calculated using the algorithms found in [2], pages 48a-58a. At line 280, the radiation shape factors have been computed and stored in the array $F(M,N)$. Radiosity shape factors are then computed and stored in the array $SF(M,N)$ (line 307).

```

PANEX*LDAB(1) .A65(22)
1  SUBROUTINE ROOMZ (NEXP, NS, NW, NN, NE, H)
2  DIMENSION F(20,40), IA(6), IS(4), X(5), LX(20), A(20), B(20), C(20)
3  A,D(20), S(20), E(20), IT(4), NNEXP(4), G(20), HA(20), Q(20)
4  COMMON /CC/XX(10,50), Y(10,50), Z(10,50), ITYPE(30), IHT(30),
5  2 IRF(30), ARSP(30), U(30), HT(30), HI(30), P(30), V(30), TOS(30,48),
6  3 TIS(30,48), SF(30,30), TOY(48), DB(24), QLITX(24,3), QEQUX(24,3),
7  4 QOCUP(24,3), QOCPS(24), QLITE(24), QEQUP(24), QI(30), CR(30), NR(30),
8  5 QGLAS(30,24), ITHST, UENDW, AZW(30), SHADE(30), RMPBS(24), RMPBW(24),
9  6 SHD(30), UCELNG
10 COMMON /SHDW/SHADW(30,15)
11 REAL L
12 WRITE (6,150)
13 READ (5,110) NNEXP
14 NS=NNEXP(1)
15 NW=NNEXP(2)
16 NN=NNEXP(3)
17 NE=NNEXP(4)
18 NEXP=NS+NW+NN+NE+2
19 NS=NS+1
20 NW=NS+NW
21 NN=NW+NN
22 NE=NE+NN
23 WRITE (6,160)
24 READ (5,110) L, W, H
25 DO 2 N=1, NEXP
26 DO 2 M=1, NEXP
27 DO 2 SF(N, M) = .0
28 S(1)=L*W
29 S(2)=L*W
30 S(3)=L*H
31 S(5)=L*H
32 S(4)=W*H
33 S(6)=W*H
34 SF(1,2)=PF(.0, L, .0, W, .0, L, .0, W, H)
35 SF(3,5)=PF(.0, L, .0, H, .0, L, .0, H, W)
36 SF(4,6)=PF(.0, W, .0, H, .0, W, .0, H, L)
37 SF(1,3)=AF(.0, L, .0, W, .0, L, .0, H)
38 SF(1,4)=AF(.0, W, .0, L, .0, W, .0, H)
39 SF(3,4)=AF(.0, H, .0, L, .0, H, .0, W)
40 SF(1,5)=SF(1,3)
41 SF(1,6)=SF(1,4)
42 SF(2,1)=SF(1,2)*S(1)/S(2)
43 DO 29 K=3,6
44 DO 29 SF(2,K)=SF(1,K)
45 J=2
46 DO 31 K=1, J
47 31 SF(J+1,K)=SF(K, J+1)*S(K)/S(J+1)
48 J=J+1
49 SF(3,6)=SF(3,4)
50 SF(4,5)=SF(4,3)
51 SF(5,6)=SF(5,4)
52 IF (J.LT.6) GO TO 30
53 DO 14 I=1,5
54 VA=L
55 IF (1.EQ.2.OR.1.EQ.4) VA=W
56 14 X(1)=VA
57 DO 10 N=1, NEXP

```

```

58 READ (5,110) ITYPE(N),IRF(N),P(N),AZW(N),U(N),SHADE(N),ABSP(N),
59 U SHD(N)
60 WRITE(6,232) N,ITYPE(N),IRF(N),P(N),AZW(N),U(N),SHADE(N),
61 ABSP(N),SHD(N)
62 READ (5,110) (SHADW(N,J),J=1,2),G(N),HA(N),Q(N)
63 10 CONTINUE
64 J=NEXP-1
65 DO 132 N=1,J
66 IF (ITYPE(N).GT.20) GO TO 132
67 I=ITYPE(N)+AZW(N)
68 N=N+1
69 DO 32 K=M,NEXP
70 I1=ITYPE(K)+AZW(K)
71 IF (I.EQ.I1) ITYPE(K)=ITYPE(K)+20
72 132 CONTINUE
73 DO 36 N=1,NEXP
74 K=ITYPE(N)
75 IF (K.GT.20) LX(N)=20
76 IF (K.EQ.2) GO TO 34
77 IF (K.EQ.6) GO TO 34
78 GO TO 35
79 34 VA=AZW(N)+45.-1.E-6
80 IF (VA.LT..0) VA=VA+360.
81 LX(N)=6
82 IF (VA.LT.270.001) LX(N)=5
83 IF (VA.LT.180.001) LX(N)=4
84 IF (VA.LT.90.001) LX(N)=3
85 I=LX(N)
86 E(I)=Q(N)
87 GO TO 36
88 35 IF (K.EQ.1) LX(N)=1
89 IF (K.EQ.8) LX(N)=1
90 IF (K.EQ.9) LX(N)=2
91 IF (K.EQ.7) LX(N)=2
92 IF (K.EQ.5) LX(N)=2
93 I=LX(N)
94 IF (I.GT.0.AND.I.LT.3) E(I)=Q(N)
95 IF (K.EQ.3.OR.K.EQ.4) LX(N)=20
96 36 CONTINUE
97 DO 33 N=2,NEXP
98 IF (ITYPE(N).GT.20) ITYPE(N)=ITYPE(N)-20
99 LA=7
100 VB=.001
101 VC=90.001
102 DO 39 N=1,4
103 IA(N)=0
104 DO 38 N=1,NEXP
105 IF (LX(N).LT.19) GO TO 38
106 VA=AZW(N)+45.-1.E-6
107 IF (VA.LT..0) VA=VA+360.
108 IF (VA.LT.VC.AND.VA.GT.VB) GO TO 37
109 GO TO 38
110 LX(N)=LA
111 E(LA)=Q(N)
112 A(LA)=G(N)
113 C(LA)=HA(N)
114 IA(N)=IA(N)+1
115 LA=LA+1

```

```

116 33 CONTINUE
117 VB=VB+90.
118 39 VC=VC+90.
119 IA(6)=0
120 IA(5)=0
121 B(3)=L
122 B(4)=W
123 B(5)=L
124 B(6)=W
125 I=6
126 DO 40 N=1,4
127 A(N+2)=.0
128 C(N+2)=.0
129 D(N+2)=H
130 J=I+1
131 I=I+IA(N)
132 IS(N)=J
133 40 IT(N)=I
134 DO 41 N=1,NEXP
135 J=LX(N)
136 S(J)=P(N)
137 IF (J.LT.7) GO TO 41
138 B(J)=A(J)+SHADW(N,1)
139 D(J)=C(J)+SHADW(N,2)
140 41 CONTINUE
141 DO 42 N=1,NEXP
142 M=LX(N)
143 VA=AZW(M)
144 I=ITYPE(M)
145 42 WRITE (6,112) N,M,I,A(N),B(N),C(N),D(N),S(N),E(N),VA
146 WRITE (6,113) (IS(N),N=1,4),(IT(N),N=1,4),(IA(N),N=1,4)
147 112 FORMAT (3I5,7F12.3)
148 113 FORMAT (12I7)
149 DO 3 K=3,6
150 VA=.0
151 VB=.0
152 M=IS(K-2)
153 J=IT(K-2)
154 IF (M.GT.J) GO TO 3
155 DO 5 I=M,J
156 SF(1,2)=AF(A(I),B(I),C(I),D(I),.0,X(K-2),.0,X(K-1))
157 SF(1,1)=AF(A(I),B(I),H-D(I),H-C(I),.0,X(K-2),.0,X(K-1))
158 SF(2,1)=SF(1,2)*S(I)/S(2)
159 SF(1,1)=SF(1,1)*S(I)/S(1)
160 VA=VA+SF(2,1)
161 VB=VB+SF(1,1)
162 5 SF(2,K)=SF(2,K)-VA
163 SF(1,K)=SF(1,K)-VB
164 SF(K,2)=SF(2,K)*S(2)/S(K)
165 SF(K,1)=SF(1,K)*S(1)/S(K)
166 3 CONTINUE
167 DO 46 N=3,6
168 J=IS(N-2)
169 I=IT(N-2)
170 IF (J.GT.I) GO TO 46
171 VA=X(N-1)
172 VB=X(N-2)
173 DO 45 M=J,I

```



```

174 K=N+1
175 IF (K.EQ.7) K=3
176 SF(M,K)=AF(C(M),D(M),VB-B(M),VB-A(M),C(K),D(K),A(K),B(K))
177 IF (IA(K-2).EQ.0) SF(K,M)=SF(M,K)*S(M)/S(K)
178 K=K+1
179 IF (K.EQ.7) K=3
180 SF(M,K)=PF(VB-B(M),VB-A(M),C(M),D(M),A(K),B(K),C(K),D(K),VA)
181 IF (IA(K-2).EQ.0) SF(K,M)=SF(M,K)*S(M)/S(K)
182 K=K+1
183 IF (K.EQ.7) K=3
184 SF(M,K)=AF(C(M),D(M),A(M),B(M),C(K),D(K),A(K),B(K))
185 IF (IA(K-2).EQ.0) SF(K,M)=SF(M,K)*S(M)/S(K)
186
187 DO 78 N=3,6
188 IF (IA(N-2).NE.0) GO TO 78
189 M=N-1
190 IF (M.EQ.2) M=6
191 IF (IA(M-2).EQ.0) GO TO 70
192 I1=1
193 GO TO 74
194
195 N=N+1
196 IF (M.EQ.7) M=3
197 IF (IA(N-2).EQ.0) GO TO 72
198 I1=2
199 GO TO 74
200
201 M=N+2
202 IF (M.EQ.7) M=3
203 IF (M.EQ.8) M=4
204 IF (IA(M-2).EQ.0) GO TO 78
205 I1=3
206 I=IS(M-2)
207 J=IT(N-2)
208 DO 76 K=1,J
209 SF(N,M)=SF(N,M)-SF(N,K)
210 SF(M,N)=SF(N,M)*S(N)/S(M)
211 GO TO (70,72,78), I1
212 CONTINUE
213 DO 52 N=3,5
214 J=IS(N-2)
215 I=IT(N-2)
216 IF (J.GT.1) GO TO 52
217 IF (I.GE.NEXP) GO TO 52
218 ID=IA(N-2)+IA(N-1)+J-1
219 IE=ID+IA(N)
220 IF (N.EQ.5) IE=NEXP
221 VA=X(N-1)
222 VB=X(N-2)
223 DO 51 N=J,1
224 IC=I+1
225 DO 50 K=IC,NEXP
226 IF (K.LE.ID) GO TO 49
227 IF (K.LE.IE) GO TO 48
228 IF (IA(N+1).EQ.0) GO TO 51
229 SF(M,K)=AF(C(M),D(M),A(M),B(M),C(K),D(K),A(K),B(K))
230 GO TO 50
231 IF (IA(N).EQ.0) GO TO 47
232 SF(M,K)=PF(VB-B(M),VB-A(M),C(M),D(M),A(K),B(K),C(K),D(K),VA)
233 GO TO 50

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232 IF (IA(N-1).EQ.0) GO TO 48
233 SF(M,K)=AF(C(M),D(M),VB-B(M),VB-A(M),C(K),D(K),A(K),B(K))
234
235 SF(K,M)=SF(M,K)*S(M)/S(K)
236
237 DO 57 N=1,4
238 I=IS(N)
239 J=IT(N)
240 IF (I.GT.J) GO TO 57
241 K=N+2
242 DO 56 N=1,4
243 IF (M.EQ.N) GO TO 56
244 IB=IS(N)
245 IC=IT(N)
246 ID=N+2
247 IF (IB.GT.IC) GO TO 56
248 DO 55 IE=1,J
249 DO 54 IF=IB,IC
250 SF(IE,ID)=SF(IE,ID)-SF(IE,IF)
251 SF(ID,IE)=SF(IE,ID)*S(IE)/S(ID)
252 IF (M.LE.N) GO TO 56
253 VA=SF(K,ID)
254 VB=S(K)*VA
255 DC 60 IE=1,J
256 VB=VB+S(IE)*(VA-SF(IE,ID))
257 DO 60 IF=IB,IC
258 VB=VB-S(IE)*SF(IE,IF)
259 SF(K,ID)=VB/S(K)
260
261
262
263 K=IS(N-2)
264 J=IT(N-2)
265 IF (K.GT.J) GO TO 63
266 DO 62 I=4,6
267 IF (I.LE.N) GO TO 62
268 K=IS(I-2)
269 M=IT(I-2)
270 IF (K.GT.M) GO TO 62
271 DO 61 J=K,M
272 SF(N,I)=SF(N,I)-SF(N,J)
273 SF(I,N)=S(N)*SF(N,I)/S(I)
274
275
276
277
278 DO 161 K=1,NEXP
279 I=LX(K)
280 DO 161 N=1,NEXP
281 J=LX(N)
282 F(K,N)=SF(I,J)
283 WRITE (6,114)
284 DO 162 N=1,NEXP
285 WRITE (6,111) (F(N,M),N=1,NEXP)
286 DO 21 I=1,NEXP
287 DO 20 J=1,NEXP
288 F(I,J)=S(J)*SF(J,I)
289 F(I,J+NEXP)=F(I,J)
290 F(I,I)=F(I,I)-S(I)/(1.-E(I))
291 N=2*NEXP

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END PRT

K=1
22 AA=1./F(K,K)
23 DO 23 I=K,N
23 F(K,I)=F(K,I)*AA
24 DO 25 I=1,NEXP
24 IF (I.EQ.K) GO TO 25
25 AA=F(I,K)
25 DO 24 J=K,N
24 F(I,J)=F(I,J)-F(K,J)*AA
25 CONTINUE
25 K=K+1
25 IF (K.LE.NEXP) GO TO 22
25 DO 26 K=1,NEXP
25 I=LX(K)
25 DO 26 N=1,NEXP
25 J=LX(N)
25 AA=F(J,I+NEXP)*E(I)*E(J)*S(J)/(S(I)*(E(J)-1.))
26 SF(K,N)=AA
26 WRITE (6,115)
26 DO 27 I=1,NEXP
27 WRITE (6,111) (SF(I,J),J=1,NEXP)
114 FORMAT (1H1/43H RADIATION SHAPE FACTORS - IN NBSLD ORDER )
115 FORMAT (1H /42H RADIOISITY SHAPE FACTORS - IN NBSLD ORDER)
111 FORMAT (18F7.5)
150 FORMAT (36H DATA SHEET NO 10- NS,NW,NN,NE,L,H,W)
160 FORMAT (68H DATA SHEET 11 AND 12- ROOM SURFACE DATA AND EXTERIOR S
AUFACE SHADOW)
110 FORMAT ( )
232 RETURN
232 FORMAT (3110,10F10.3)
END

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